

LISTING OF CLAIMS:

1-15 (canceled)

16. (Previously Presented) A gaming system adapted to facilitate the play of wager based games on a personal gaming device, comprising:

a game server configured to accept input regarding a specific number of wager based games to be played on an associated hand-held personal gaming device, to generate a predetermined game outcome for each of said specific number of wager based games to be played on said personal gaming device, and to transmit data regarding said predetermined game outcome for each of said specific number of games to a storage device for use by said personal gaming device for future game play thereupon; and

a financial server configured to track financial data related to said generated predetermined game outcome or outcomes, wherein said wager based games involve the placement of wagers, the play of games based on the wagers and the grant of payouts based on the outcomes of the games.

17 (Previously Presented): The gaming system of claim 16, further including:

a hand-held personal gaming device including a display adapted to display gaming related information, a processor configured to execute gaming related code, and a memory adapted to store code to be executed by said processor, wherein said personal gaming device is adapted to communicate with said game server, said financial server, or both.

18 (Previously Presented): The gaming system of claim 17, wherein said storage device comprises said memory of said personal gaming device.

19 (Previously Presented): The gaming system of claim 16, wherein said storage device is selected from the group consisting of: a smart card, a player card, a portable memory module and a memory of said personal gaming device.

20 (Previously Presented): The gaming system of claim 16, wherein said specific number of wager based games to be played comprises a block of games to be paid for in advance before said data regarding said predetermined game outcome for each of said specific number of games is transmitted to said personal gaming device.

21 (Previously Presented): The gaming system of claim 16, wherein said game server is configured to transmit said data regarding said predetermined game outcome for each of said specific number of games to a said personal gaming device via a wireless communication link.

22 (Previously Presented): The gaming system of claim 16, wherein said financial server is further adapted to accept information from said gaming server regarding said predetermined game outcome for each of said specific number of games, and is further configured to reconcile said accepted information with actual results from said future game play on said personal gaming device.

23 (Previously Presented): The gaming system of claim 16, further including:

a player authentication server adapted to process an authentication or verification of a user of said personal gaming device, wherein said player authentication server is separate from said personal gaming device.

24 (Previously Presented): The gaming system of claim 23, wherein said authentication or verification of said user is made by accepting a PIN, password, fingerprint, retinal scan, or picture of said user.

25 (Previously Presented): The gaming system of claim 23, wherein said authentication or verification of said user includes reading a fingerprint of said user while said user handles said personal gaming device.

26 (Previously Presented): The gaming system of claim 23, wherein said authentication or verification of said user is made through use of data from an associated global positioning system.

27 (Previously Presented): The gaming system of claim 16, further including:
a docking station configured to interface with said personal gaming device, wherein said data regarding said predetermined game outcome for each of said specific number of games is transmitted to said personal gaming device via said docking station.

28 (Previously Presented): The gaming system of claim 27, further including:
a hand-held personal gaming device including a display adapted to display gaming related information, a processor configured to execute gaming related code, and a memory adapted to store code to be executed by said processor, wherein said personal gaming device is adapted to communicate with said game server, said financial server, or both via said docking station.

29 (Previously Presented): The gaming system of claim 28, wherein said personal gaming device is adapted to reside at said docking station and is adapted to be checked out to a user from said docking station.

30 (Previously Presented): The gaming system of claim 16, wherein said game server includes a random number generator that generates said predetermined game outcome for each of said specific number of wager based games to be played on said personal gaming device.

31 (Previously Presented): The gaming system of claim 16, wherein said system is further configured to transmit activation information to said personal gaming device.

32 (Previously Presented): The gaming system of claim 31, wherein said personal gaming device does not present said wager based games for play unless it receives said activation information.

33 (Previously Presented): The gaming system of claim 32, wherein a non-reception of said activation information by said personal gaming device is due to said personal gaming device not being in a proper location.

34 (Previously Presented): A method of administering a wager based game, comprising:
providing a system having at least a first game server and a second separate financial server, said first and second servers being adapted to generate wager based game outcomes, transmit gaming related information to one or more personal gaming devices, and track financial data related to said generated game outcomes;

accepting input from a user regarding a number of wager based games to be played on a hand-held personal gaming device, said personal gaming device including a display adapted to display gaming related information, a processor configured to execute gaming related code, and a memory adapted to store code to be executed by said processor;

generating at said system having one or more servers a predetermined game outcome for each of said number of wager based games to be played on said personal gaming device;

transmitting said predetermined game outcome for each of said number of games to a storage device for use by said personal gaming device;

storing said predetermined game outcome for each of said number of games at said personal gaming device for later use; and

executing code at said personal gaming device using at least one said stored predetermined game outcome to present a game and said at least one said stored predetermined game outcome at said display.

35 (Previously Presented): The method of claim 34, further comprising the step of:

receiving payment from a user for a wager to play at least one of said number of wager based games.

36 (Previously Presented): The method of claim 34, wherein said storage device is selected from the group consisting of: a smart card, a player card, a portable memory module and a memory of said personal gaming device.

37 (Previously Presented): The method of claim 34, further comprising the steps of:

storing data regarding said predetermined game outcome for each of said number of games at said game server, said financial server, or both; and

reconciling said stored data with actual results from said executed game play on said personal gaming device.

38 (Previously Presented): The method of claim 34, further comprising the step of:
authenticating said user of said personal gaming device.

39 (Previously Presented): The method of claim 38, wherein said authenticating step is accomplished by accepting a PIN, password, fingerprint, retinal scan, or picture of said user.

40 (Previously Presented): The method of claim 38, wherein said authenticating step includes reading a fingerprint of said user while said user handles said personal gaming device.

41 (Previously Presented): The method of claim 34, further comprising the step of:
providing a docking station configured to interface with said personal gaming device,
wherein said transmitting step is performed via said docking station.

42 (Previously Presented): The method of claim 34, further comprising the step of:
transmitting activation information to said personal gaming device.

43 (Previously Presented): The method of claim 42, further comprising the step of:
preventing play of said number of games at said personal gaming device when said activation information is not received at said personal gaming device.

44 (Previously Presented): A station configured for use in a gaming system adapted to facilitate the play of wager based games on a personal gaming device, comprising:

a link to a game server of said gaming system, said game server being configured to accept input regarding a specific number of wager based games to be played on an associated hand-held personal gaming device, to generate a predetermined game outcome for each of said specific number of wager based games to be played on said personal gaming device, and to transmit data regarding said predetermined game outcome for each of said specific number of games to be played on said personal gaming device; and

a docking station configured to interface with said personal gaming device, wherein said data regarding said predetermined game outcome for each of said specific number of games is transmitted to said personal gaming device via said docking station.

45 (New): The station of claim 44, wherein said game server is configured to generate said predetermined game outcome for each of said specific number of wager based games only after said specific number of wager based games have been purchased by a player.

46 (New): The method of claim 35, wherein generating step occurs after said receiving step.

47 (New): The gaming system of claim 16, wherein said game server is configured to generate said predetermined game outcome for one or more of said specific number of wager based games only after a user has purchased one or more of said wager based games.